



MANUAL ADDENDUM

Welcome to Star Control II, we hope you enjoy the trip! Here are some changes that were added to the game after the manual was printed, plus a few playing tips.

Revised System Requirements

Memory: You will need at least 580,000 bytes of Low DOS memory available when you start the game.

Disk Space: Star Control II has expanded and now requires 9,200,000 bytes of free space on your hard drive. This is due to the addition of almost an hour of digital music, plus over fifty digital sound effects.

Known Conflicts

Conflict: EXTENDED MEMORY MANAGER (only in rare instances).

Symptom: Extremely slow performance, and in rare cases, system halts.

Solution: Modify config.sys or autoexec.bat files to remove the memory manager.

Conflict: Gravis Ultrasound board in combination with Soundblaster or Roland sound boards.

Symptom: System halts immediately when game is run.

Solution: Remove all sound boards except Gravis Ultrasound, or remove Gravis Ultrasound.

New Sound Board Support

Star Control II now auto-detects and utilizes the following:

Microsoft Windows sound board (command line override: /s:MICRO)

Gravis Ultrasound sound board (command line override: /s:GRAVIS)

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Weird Graphics Adapter Fix

Certain computers, like the Tandy 4850 EP, have unusual video hardware, and as a result, the colors in the game might not look quite right. If you experience this problem, try running the game as **STARCON2/g:BIOS**. This will force the program to update the color palette using the BIOS functions.

Since most BIOS calls are far slower than custom routines, the minor performance penalty may be noticed when using this option.

Changes and Clarifications

Starmap: The paper starmap included in the game box was defined in the year AD 2133. This means that in 2155, at the beginning of Star Control II, the details about alien spheres of influence are over twenty years out of date. Also, the lighter region in the upper right corner of the starmap represents the glow emanating from the distant galactic core and indicates the direction know in the game as "Coreward".

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Software-Theft Protection: Professor Zorg has been called off on urgent matters of inter-galactic significance. Consequently, he is unable to preside over the Starmap Trivia Quiz, but assures us that you will be able to handle this task on your own.

Initial Menu: Each time you encounter the Starmap Trivia Quiz, you will be presented with a menu offering the following options:

Start New Game: The game starts at the very beginning, prompting you to enter your captain's name.

Load Saved Game: You are presented with the list of saved games to choose from. If you change your mind, and want to start the game from the beginning, press the spacebar.

Planet Names: Some of the planet names have changed:
Greenhouse World is now Primordial World
Light World is now Selenic World

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Menus: Options in certain game menus have changed as follows:

Manifest: The order of menu items now reads: **Cargo, Devices, Roster, Exit.**

Combat Segue: The order of menu items now reads: **Converse, Attack!, Game.** Also, the Combat Segue Screen normally displays the exact number of ships you have encountered. However, if alien ships fill the entire screen, you are facing an enemy task force of UNLIMITED size, which you CANNOT defeat in combat. If the task force is between you and something you want, you will have to figure out what is necessary to appease the aliens, or devise a clever plan to trick them all into leaving.

Starmap:

Range Circle: Whenever you enter the starmap, you will see a dim gray circle surrounding your position. This circle represents your range with your present fuel supply. REMEMBER: You use fuel landing on planets and escaping from battle, so this range circle can change even if you are not in HyperSpace.

Spheres of Influence: The circles on the starmap represent the area of space occupied by an alien civilization's star fleet. Although these 'Spheres of Influence' are usually centered around their native homeworld, they CAN move. As a consequence, you might want to make regular examinations of your starmap.

Outfit Starship:

Flagship Characteristics: Beneath the display of your flagship, the game now displays the characteristics of your flagship, based on the modules it contains. These characteristics are:

Turning Rate: The rotation rate of your flagship in combat, HyperSpace and interplanetary travel, based on the number of turn jets on your vessel.

Maximum Velocity: Your ship's speed in combat, HyperSpace and interplanetary travel, based on the number of thrusters your ship possesses.

Combat Energy: The speed with which the energy for your weapons is replenished during combat. The more Dynamos you have on board your flagship, the faster energy will be regenerated.

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Module Availability: The "Auto-Tracking" module is NOT available at the beginning of the game, nor are "Blaster Packs", but "Ion-Gun Racks" can be purchased immediately.

Weapon Module Changes: There are NO "Side", "Spread", "Nose" or "Tail" weapon modules. Instead, these configurations, as described in the manual, are achieved by how you place weapon modules on your flagship, as follows:

WEAPON POSITION	FIRING EFFECT
First (right most) slot	Fires FORWARD
Second slot	Fires a SPREAD
Third slot	Fires to both SIDES
Last (left most) slot	Fires BACKWARDS

Weapon modules placed in any other positions will have no effect.

Escaping from Combat: At the beginning of the game, the emergency warp technology for escaping from combat has NOT been included on your ships, though this feature will be available very early on in the game.

New Features

Repeat Last Alien Phrase: During a conversation with an alien, you may want to repeat the alien's last phrase. To do so, press the **spacebar** or **button 2**.

Game Pause: You can pause the game anywhere and at any time by pressing the **F1** key. To unpaue, press **F1** once more.

Miscellaneous

Save often. You may want to review earlier portions later.

You can acquire ships in the game which you cannot build at your starbase. Typically, these ships are a "gift" from an alien race, but they cannot give them to you unless you have room for the ships in your fleet. For this reason, consider keeping two or three slots open in your fleet. Also, you can "sell" these ships for Resource Units, but remember, you CANNOT rebuild the vessels. Once they are sold, they are gone.